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Supplement No. 5.

# GEO. MÉLIÈS

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| No. | Title | Length about, feet | Price |
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| **484-498 bis** | **Fairyland,** or The Kingdom of the Fairies (Le Royaume des Fées.) ..... | 1,040 | $180.00 |

Duration of exhibit about 20 minutes.

**1 The Betrothal of the Prince Bel Azor.**—Interior of the palace of King Lawrence XXIV. The members of the court are assembled in state costumes. The arrival of the Princess Azurine and of the Prince Bel Azor. The King announces to the company the betrothal of the Princess, his daughter, with the young Prince. The exchange of the engagement ring.

**2 The Presents of the Fairies.**—The fairy godmothers bring their gifts. The fairy *Aurora* gives the Princess beauty and bestows upon her a magic flower to guard her from evil. The fairy *Fortune* brings her the gift of riches. The fairy *Infancy* announces to her a numerous progeny. Finally the fairy *Power* decrees that she will one day wear the royal crown.

**3 The Curse of the Witch.**—Everybody is rejoicing when suddenly there enters the Witch to whom the King has forgotten to send an invitation. The old Witch, enraged over the slight, curses the Princess, and in spite of the excuses of the King and of the Prince swears that she will avenge herself in a signal way. She threatens the Princess with the most terrible misfortunes. The Prince becomes enraged and attacks the old Witch with drawn sword, but she suddenly disappears in a pillar of fire to the consternation of all.

**4 The Boudoir of Princess Azurine.**—Magnificent boudoir in the style of Louis XV. The Princess Azurine, still suffering from the excitement, enters her boudoir to take a rest. The servants remove her sumptuous robes and pass to her a dress for the night. They make their curtsies, wish the princess a good night, and withdraw. The princess gets into a bed the shape of a shell and supported by cupids, and soon falls to sleep.

**5 Abduction of the Princess by Demons. (The Chariot of Fire.)**—Suddenly a trapdoor in the floor opens and the Witch appears. After having satisfied herself that the Princess is sleeping, she pulls from her hands the magic flower which the fairy *Aurora* had bestowed upon her and tears it to bits. Then the old witch summons several demons, whom she orders to seize the princess and to bind her. The Witch then orders to appear a chariot drawn by fantastical animals. In spite of her cries the Princess is fastened into the car. The demons leap upon the animals, which then draw the chariot around the room and vanish into space. Hardly have they gone when all the occupants of the palace, awakened by the cries of the Princess, rush into the chamber, only to find it empty. The Prince Bel Azor, who is the first to arrive, struggles with the demons, who vanish into smoke, and he is thus unable to prevent the abduction of his fiancee.

**6 The Top of the Tower. The Alarm.**—The people of the castle, accompanied by the King, the Queen and the Prince Bel Azor, ascend the stairs by strides and reach the upper platform, where they gaze anxiously about the sky.

**7 The Fantastical Ride.**—Suddenly they perceive in the heavens the fantastical cortege bearing away the weeping Princess. Witches mounted on broomsticks and demons bearing burning torches accompany the chariot as it moves through the air among the clouds. The Prince sickens at the sight, but, encouraged by the lords about him, vows he will again find his fiancee with their assistance. They all repair to the armory of the palace to prepare themselves for the pursuit of the abductors.

**8 The Armory of the Castle.**—(Magnificent interior of the Middle Ages. Suits of armor, arms, cuirasses, battle-axes, sabres, halberds, horses barbed with iron, flags, etc., etc. To the right, a large staircase descends from the top to the bottom of the picture.) The people in the palace descend in great haste to the armory. They fall upon the weapons of war and quickly transform themselves into warriors armed from head to foot. (Here takes place an amusing incident.) The majordomo of the castle, large and fat, having been suddenly seized with a bellicose ardor, arms himself front and back with enormous bucklers and grabs hold of so many arms that he mounts the stairs with difficulty, and only through the assistance of some obliging noblemen, who tug at him and push him.



**9 The Vision in the Haunted Chamber.**—The Prince Bel Azor, who has selected his arms, darts in his turn up the stairs following after his comrades, but he is stopped by the Witch, who suddenly appears and who, laughing at his preparations, announces to him that they are useless. She makes a gesture and immediately the walls on one side of the armory fade away into a scene of an inaccessible rock everywhere surrounded by steep sides and on its summit a tower with not a single door or window. The Prince, riveted to the spot from terror, sees the demons draw near to the tower dragging the chariot of fire. He beholds them hoisting her by a rope to the top of the tower and shutting her up under the roof. The Prince darts forward, but the vision fades away and he falls against the wall of the armory, which has resumed its position. Bel Azor draws his sword to strike the Witch, but with a gesture she throws him to the floor and chains him to a table. Then mounting a broom, she rides away into the air.

**10 The Genius Bestows upon the Prince the Armor.**—Fortunately the good fairy, *Aurora*, appears in her turn and frees the Prince. She announces to him that she will protect him in his enterprise and that in order to foil the malicious projects of the Witch she will give him a talisman, which will permit him to use in finding the Princess. She then summons the Genius of Invulnerability, who enters in the form of a lame and deformed dwarf.

**11 The Impenetrable Armor. The Prince is Knighted.**—The Genius presents to the fairy *Aurora* an impenetrable armor, which renders its owner invulnerable, and likewise a magic helmet and sword, both of which are endowed with marvelous powers. The fairy gives the accolade to the prince, who falls upon his knees and is knighted. Bel Azor thanks the fairy and leaves the hall, the fairy vanishes in the air, the dwarf withdraws by a leap.

**12 Embarking on the Royal Galley.**—(Superb setting; the docks of a port on the ocean; to the left, the royal galley richly decorated and carved.) The sailors of the royal navy are making the final preparations before weighing anchor. The Prince, his chamberlain, his majordomo, and many knights, hasten aboard the galley, for the fairy *Aurora* has told the Prince that the Princess is shut up in the tower in the midst of the ocean. The oars strike the sea in rhythmic cadence, the royal standard floats from the stern. The mighty ship majestically moves away. Hardly has it disappeared when the Witch appears upon the dock. She laughs fiendishly and determines to destroy the Prince and his suite. She makes some diabolical evocations and sets loose the elements upon the royal galley.

**13 Encountering a Tempest at Sea.**—Here the spectator is borne into the open ocean. The waves swell with rage; the sky becomes threatening, for black clouds appear upon the horizon and approach with marvelous rapidity. The galley rolls and pitches among the billows, scarcely making any headway. The storm bursts

forth with fury, the lightning illumines the sky, the rain falls in torrents, the sea is overturned, the galley, no longer minding her helm, is half swamped and is driven with terrifying swiftness against some cliffs which border the wild coast. (This tableau is one of the cleverest arranged for cinematographs. The sea is represented with striking fidelity to nature by natural water agitated mechanically. The rain is likewise obtained by the use of real water. The movement of the clouds and the lightning are rendered with such striking vividness that the tableau has a marvelous appearance of reality.)

**14 The Ship Wrecked on the Rocks.**—Suddenly the galley strikes upon an enormous rock, which emerges from the midst of the billows, and the ship founders shortly after, disappearing in a vortex of foam.

**15 Sinking to the Bottom of the Sea. (Real Fishes and Sea Monsters.**—One next sees the vessel sink into the abyss of ocean. It descends among fishes of all sorts, which move away in fright (water and fishes are real) until it settles upon the bottom. Bubbles of air rise up while whirling about. Some water-nymphs (attendants at the Court of Neptune) visit the remains of the wreck so as to report to their lord, the god of the sea. (New trick: the nymphs moving through the water without any visible support.)

**16 The Prince Rescued by the Mermaid Queen. Encounter with a Cuttlefish.**—The vessel lies in a bed of rocks with her masts broken, her sails, her ropes and her rigging hanging down wretchedly entangled. Upon the deck the people lie stretched out in picturesque confusion, unconscious of their whereabouts or of their existence. On every side there are large shells, and living fishes swim around. To the left, a gigantic octopus stretches out his tentacles and strives to embrace the shipwrecked people. The *Fairy of the Waters,* urged by the fairy *Aurora,* comes to their aid drawn in a conch-shell by a dolphin. She touches them with her wand and they awake. She orders them to get up and follow her. Prince Bel Azor, the chamberlain, the majordomo, still dazed, follow the *Fairy of the Waters* with great difficulty through the liquid element.

**17 The Submarine Grottoes.**—They penetrate while following the *Fairy of the Waters* superb submarine grottoes peopled with living fish. She announces to the Prince that she is leading him to the Court of Neptune, and as the journey will be long and difficult she will give to the Prince and his suite a means of transportation used in the realms of the ocean.

**18 Review of the Habitués of the Deep. Father Neptune's Car.**—The fairy in her shell drawn by a dolphin, Bel Azor mounted on an enormous sturgeon, the majordomo astride a large lobster, the other personages seated in a chariot of shells and drawn by fantastical fishes, traverse, on their way to Father Neptune's palace, various submarine lands under the escort of nymphs, naiads, and aquatic animals.

**19 The Palace of Lobsters.**—A fascinating scene. The rocks are covered with enormous lobsters and crabs



**20 The Flora of the Sea. The Azure Grotto.**—(This tableau forms with the preceding a series of charming transformations.) The submarine flowers, algae, corals, madreporas, gradually settle down beneath the ocean bed and finally reveal an azure grotto of dazzling beauty. The grotto, in turn, fades away and discloses the magnificent tableau which follows.

**21 In Neptune's Empire. Great Submarine Spectacle.**—In this superb tableau Neptune is seated upon his throne. Large shells rest upon submarine plants, and in them lie the goddesses and fairies of the sea, naiads, genii and tritons. Garlands of delicate pearls are stretched around, and fishes swim in and out the scene. Prince Bel Azor arrives, accompanied by the *Fairy of the Waters* and escorted by large lobsters, Neptune's guards. The prince explains to the god of the sea why he has been precipitated into his realm by the Witch, and begs Neptune to have pity upon him and permit him to return to the land and the open air. Neptune, touched by the misfortune of the young Prince, orders to advance.....*The Maritime Omnibus.*

**22 The Whale. The "Omnibus of the Deep."**—This omnibus is no other than a whale of natural proportions. The Prince and his suite shrink back astounded. But Neptune tells them not to hesitate. So they permit themselves to be swallowed one by one without a protest. The whale makes several motions with his fins and glides up to the surface of the ocean.

**23 Upon Terra Firma. The Entrance of the Cavern.**—The head of the whale emerges from the waves spouting two streams of water from his blow-holes. He opens his mouth and throws out upon the shore the shipwrecked crowd; then he twists his head and sends up a stream of water and lashes the waves with his tail. As soon as the whale has disappeared the Prince and his retinue descry the inaccessible rock and the tower in which the Princess is imprisoned. It is a half mile away, isolated, in the ocean, and they do not know how to reach it. Luckily the fairy *Aurora* reappears, and, showing him the entrance to a cavern, tells him to enter there and follow the subterranean passage which leads almost up to the bewitched tower. Prince Bel Azor, with his followers, rush into the cavern.

**24 The Departure from the Cavern. The Steep Cliff.**—The party leaves the cavern by climbing up through an opening, and they find themselves upon the edge of a high cliff. (At a distance of about 150 feet the tower looms up.) Alas! the sea separates the Prince from his beloved. He suggests to the King and the chamberlain a leap into the waves and a short swim. But they think the scheme a too-hardy one.

**25 A Plunge of 300 Feet.**—Nothing daunted, the Prince throws upon the ground his sword, his helmet and his shield and plunges into the water head first. The Witch, maddened from rage, appears and would have followed the Prince had not the fairy *Aurora* fortunately intervened. Henceforth there is to be a battle-royal between the two fairies.

**26 The Devil's Castle. The Witch in League.**—The Prince, after a hard struggle, succeeds in swimming to the foot of the longed-for rock. He climbs up with some difficulty to the tower. He advances to the door of a ruined castle, the windows of which are all securely barred. The door finally yields to the redoubled blows which he administers and falls into several pieces. He rushes in. The Witch, exasperated beyond measure, rises up and orders two demons to burn the castle. With burning torches they set fire to the interior and smoke emerges in vast clouds from the windows and doors, much to the delight of the old fairy, who claps her hands with joy.

**27 The Castle on Fire. Rescue of the Princess.**—(Startling effects of burning.) To the right, a staircase on fire, the balustrade broken. Everywhere there is evidence of ruin. The Prince descends the stairs bearing in his arms the Princess in a faint. The flames and the smoke work their destruction. The Prince, half-suffocated, succeeds in reaching the door, but none too soon, for the moment he steps over the threshold the ceiling of the hall falls, carrying with it the staircase, while flames and sparks burst forth with redoubled violence.

**28 The Death of the Witch.**—The Prince, after having made his way across the narrow strait with the Princess in his arms, reached the shore where he has left the king, the chamberlain and his majordomo. Princess Azurine with joy rushes to her father's arms, and he hastily bears her away to his kingdom. The Witch appears, only to see her prey disappear, and she tries to avenge herself by making an effort to throw the Prince into the sea. But the fairy *Aurora* frustrates her vain efforts by shutting up in a cask the old witch and throwing her into the ocean.

**29 The Whirlpool.**—Below the cliffs among the rocks the Witch finally disappears beneath the waves. (Real water.)

**30 The Palace of the King. The Wedding Procession.**—Upon the terrace of the palace, from which one beholds a magnificent city, the vassals, noblemen and other personages of court are assembled. The King in royal robes, the Queen and the Princess await upon a balcony the solemn entry of Bel Azor and Azurine. The latter arrive escorted by a gorgeous retinue with banners waving in the breeze and trumpeters acclaiming the joyful ceremony. The Princess is borne in a truly regal palanquin, and the Prince, arrayed in gleaming armor, is mounted upon a superbly caparisoned steed. The crowd shout forth their delight.

**31 The Queen of the Air in her Domain.**—The preceding tableau is dissolved into masses of fleecy clouds. The *Fairy of the Air* with the touch of her magic wand changes them into the last tableau.



**32 The Kingdom of the Fairies. Apotheosis.**—In the background one beholds a vast Gothic colonnade of white marble. Between each column are fairies dressed in dazzling costumes. In the centre, a beautiful monument of marble and gilded fret-work. Under the central dome Bel Azor and Azurine stand arrayed in their wedding garments receiving the congratulations of a loving people. Two fairies suspended in the air crown the married pair.

## EXTRAS.

**Price, Colored, net..... $180.00**
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